[0257] The communication interface **1110** can include hardware, software, or both. In any event, the communication interface **1110** can provide one or more interfaces for communication (such as, for example, packet-based communication) between the computing device **1100** and one or more other computing devices or networks. As an example and not by way of limitation, the communication interface **1110** may include a network interface controller (NIC) or network adapter for communicating with an Ethernet or other wire-based network or a wireless NIC (WNIC) or wireless adapter for communicating with a wireless network, such as a WI-FI.

[0258] Additionally, or alternatively, the communication interface **1110** may facilitate communications with an ad hoc network, a personal area network (PAN), a local area network (LAN), a wide area network (WAN), a metropolitan area network (MAN), or one or more portions of the Internet or a combination of two or more of these. One or more portions of one or more of these networks may be wired or wireless. As an example, the communication interface **1110** may facilitate communications with a wireless PAN (WPAN) (such as, for example, a BLUETOOTH WPAN), a WI-FI network, a WI-MAX network, a cellular telephone network (such as, for example, a Global System for Mobile Communications (GSM) network), or other suitable wireless network or a combination thereof.

[0259] Additionally, the communication interface **1110** may facilitate communications various communication protocols. Examples of communication protocols that may be used include, but are not limited to, data transmission media, communications devices, Transmission Control Protocol ("TCP"), Internet Protocol ("IP"), File Transfer Protocol ("FTP"), Telnet, Hypertext Transfer Protocol ("HTTP"), Hypertext Transfer Protocol Secure ("HTTPS"), Session Initiation Protocol ("SIP"), Simple Object Access Protocol ("SOAP"), Extensible Mark-up Language ("XML") and variations thereof, Simple Mail Transfer Protocol ("SMTP"), Real-Time Transport Protocol ("RTP"), User Datagram Protocol ("UDP"), Global System for Mobile Communications ("GSM") technologies, Code Division Multiple Access ("CDMA") technologies, Time Division Multiple Access ("TDMA") technologies, Short Message Service ("SMS"), Multimedia Message Service ("MMS"), radio frequency ("RF") signaling technologies, Long Term Evolution ("LTE") technologies, wireless communication technologies, in-band and out-of-band signaling technologies, and other suitable communications networks and technologies.

[0260] The communication infrastructure **1112** may include hardware, software, or both that connects components of the computing device **1100** to each other. As an example and not by way of limitation, the communication infrastructure **1112** may include an Accelerated Graphics Port (AGP) or other graphics bus, an Enhanced Industry Standard Architecture (EISA) bus, a front-side bus (FSB), a HYPERTRANSPORT (HT) interconnect, an Industry Standard Architecture (ISA) bus, an INFINIBAND interconnect, a low-pin-count (LPC) bus, a memory bus, a Micro Channel Architecture (MCA) bus, a Peripheral Component Interconnect (PCI) bus, a PCI-Express (PCIe) bus, a serial advanced technology attachment (SATA) bus, a Video Electronics Standards Association local (VLB) bus, or another suitable bus or a combination thereof.

[0261] As mentioned above, the communication system **100** can include a social networking system. A social networking system may enable its users (such as persons or organizations) to interact with the system and with each other. The social networking system may, with input from a user, create and store in the social networking system a user profile associated with the user. The user profile may include demographic information, communication-channel information, and information on personal interests of the user. The social networking system may also, with input from a user, create and store a record of relationships of the user with other users of the social networking system, as well as provide services (e.g. wall posts, photo-sharing, on-line calendars and event organization, messaging, games, or advertisements) to facilitate social interaction between or among users. Also, the social networking system may allow users to post photographs and other multimedia content items to a user's profile page (typically known as "wall posts" or "timeline posts") or in a photo album, both of which may be accessible to other users of the social networking system depending upon the user's configured privacy settings.

[0262] FIG. **12** illustrates an example network environment **1200** of a social networking system. Network environment **1200** includes a client system **1206**, a social networking system **1202**, and a third-party system **1208** connected to each other by a network **1204**. Although FIG. **12** illustrates a particular arrangement of client system **1206**, social networking system **1202**, third-party system **1208**, and network **1204**, this disclosure contemplates any suitable arrangement of client system **1206**, social networking system **1202**, third-party system **1208**, and network **1204**. As an example and not by way of limitation, two or more of client system **1206**, social networking system **1202**, and third-party system **1208** may be connected to each other directly, bypassing network **1204**. As another example, two or more of client system **1206**, social networking system **1202**, and third-party system **1208** may be physically or logically co-located with each other in whole, or in part. Moreover, although FIG. **12** illustrates a particular number of client systems **1206**, social networking systems **1202**, third-party systems **1208**, and networks **1204**, this disclosure contemplates any suitable number of client systems **1206**, social networking systems **1202**, third-party systems **1208**, and networks **1204**. As an example and not by way of limitation, network environment **1200** may include multiple client system **1206**, social networking systems **1202**, third-party systems **1208**, and networks **1204**.

[0263] This disclosure contemplates any suitable network **1204**. As an example and not by way of limitation, one or more portions of network **1204** may include an ad hoc network, an intranet, an extranet, a virtual private network (VPN), a local area network (LAN), a wireless LAN (WLAN), a wide area network (WAN), a wireless WAN (WWAN), a metropolitan area network (MAN), a portion of the Internet, a portion of the Public Switched Telephone Network (PSTN), a cellular telephone network, or a combination of two or more of these. Network **1204** may include one or more networks **1204**.

[0264] Links may connect client system **1206**, social networking system **1202**, and third-party system **1208** to communication network **1204** or to each other. This disclosure contemplates any suitable links. In particular embodiments, one or more links include one or more wireline (such as for